

Amendments to the Specification:

Please replace paragraph [0013] with the following amended paragraph:

[0013] In the embodiment of FIG. 1, the CP 108 is further ~~couple~~coupled to a vertex group tessellator (VGT) 112. As recognized by one having ordinary skill in the art, further graphical processing elements may be disposed between the GPU 100 and the VGT 112, wherein the VGT 112 thereupon provides for the further rendering of the draw packets, which are deemed potentially visible to provide a visible output. In the embodiment of FIG. 1, the draw packets 102 are received via connection 114 to driver B 106. Driver B 106 is further coupled to the scan converter 110 and the command processor 108 via connection 116. Driver A 104 is coupled to the CP 108 and SC 110 via connection 118. Moreover, the CP 108 is coupled to the SC 110 via connection 120. As recognized by one of ordinary skill in the art, connections 114, 116, 118, and 120 may be any suitable type of connection, such as a bus for providing data communication and data transmission thereacross.

Please replace paragraph [0015] with the following amended paragraph:

[0015] FIG. 2 illustrates one embodiment of a method for object-based visibility culling, the method begins step 150, by receiving a plurality of draw packets, step 152. As illustrated in FIG. 1, the draw packets 102, in one embodiment, are provided to driver B 106 within the GPU 100. The next step, step 154, is comparing each of the plurality draw packets to a bounding volume object. In one embodiment, the graphics processing unit 100, more specifically the command processor 108, generates a bounding volume object, such as a low resolution model as simple as a rectangular box, which is rendered prior to the detailed model and flanked with a

begin/end aperture mechanism to identify it as a set of ~~geometries whose~~geometry whose visibility status is desired. One embodiment, included within the identification is a VIZ_QUERY_ID, which defines which one of a set of outstanding visibility queries this object should update.